YandereDev

Alexander Stuart Mahan, alias YandereDev, is an independent game developer working on Yandere Simulator, projected to be released in April 2019.

Alex Mahan

Alex in 2008

Age	29
Born	June 30, 1988

Web Presences   YandereDev

 YandereDev

 EvaXephon

 XephonEva

 Yanderedev

 Yanderedev

 Alex Mahan

 EvaXephon

 [https://www.twitch.tv/evaxvidya EvaXVidya]

evaxephon.com Eva-X-Vidya UstreamEvaXVidya Smashcast Alexander Mahan's OKCupid profile [archive]WhatHappenedToEvaXep [archive] EvaXephon's own forum [archive]</ref> Kiwifarms account https://kiwifarms.is/members/cuckyfarms.10306/

OkCupid Profile https://archive.fo/EdLhE

Contents

[hide]

EvaXephon

Biography

Alex Mahan was born to Theresa Lee Mahan and Mark Paul Mahan on the 30th of June 1988. He has spent most of his life in Temecula, California. After a bullying incident at age twelve, Alex was homeschooled. By his own accounts, he did not go out much and spent his time playing video games.[1] Although teen-age Alex described his experience of growing-up as uneventful and fairly normal,[2] he also admits to being sheltered and overprotected to the point where exposure to the outside world would provoke anxiety.[3][1] He only reintegrated society when he went to College in Santa Monica to earn an Associate Degree of Arts in Animation, Interactive Technology, Video Graphics and Special Effects. He afterwards worked as a Junior Game Designer at Kung Fu Factory for three years up until 2013.

Anime and Video Games

Alex was, and still is, a heavy consumer of video games, anime[4] and television, relying on them as the only window to the outside world in his life. Notably, his username EvaXephon is a tribute to the anime Neon Genesis Evangelion[5]. And he loved playing video games so much that he made a streaming channel to have people share his interest. The stream however did not reflect his collection accurately, as Alex seemed to be also fond of erotic games, especially fetish games such as RapePlay[6] (a game about raping women in public), Haramase[7] (a game about impregnating women) and Artificial Girl 2[8] (a game about living with a girl on an isolated island, also features rape).

These games greatly influenced his tastes in women, as it would be later seen in his numerous posts about female anatomy[9][10][11][12][13][14][15][16] and the games he attempted to develop.[17]

> *I had a very different image of what girls are supposed to be painted in my head than what they actually are. I've always wanted a girlfriend who acted youthful, babyish, feminine, innocent, naïve, childlike, pure, uncomplicated, unsophisticated, trusting, charming, polite, pleasant, sweet, lovable, cute, cypheric,*
> ***malleable** …*[3]

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EvaXephon

As a sheltered teen, he relied on the internet for most of his socialization.[18]

In 2005, he joined the Loserz Message Board, where he proceeded to, justify the Columbine shooting, fantasize about attempting genocide to get humanity rid of "bad people",[19][20][21] including people who swear[22] and people who had more than one partner in their lifetime[23]. His statements alarmed the forum members, who urged him to seek counsel from a professional.[24] [25][26] EvaXephon did not take any advice to heart however, becoming increasingly passive-aggressive, defensive and insulting towards them.[27][28][29][30][31][32] He left and was banned, in case he changed his mind.[33][34]

> *Raping a stepdaughter and being a slut are two different things.*
>
> *It was just an example. And to me, being a slut is the worse of all crimes, the most terrible of all sins, so, to me, there isn't much of a difference.*[23]

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EvaXephon

Three years later, the trail picks up on the Gaïa forums. Alex shares his difficulty in starting relationships,[1] which he was warned about on the Loserz Message Board. He blames his looks, which were deemed average or moderately attractive by his fellows, and his lack of self-confidence[35][36]. He showed at the same time an unwillingness to learn about interests other than his own in order to further a conversation and a generally objectifying and negative view of women. He also mentions that he wants to kill his two parents. When reminded he can move out legally at the age of 16, he backpedals.

To this day, Alex has remained single, expressing his bitterness loudly[37], both by requesting erotic pictures on the internet[38] and by wondering if he shouldn't give up altogether[39][40][36]. It contrasts with other statements where he says he likes himself perfectly the way he was and still doesn't understand why women were not interested in him[41][36].

EvaXephon Streams

The first time Alex Mahan achieved fame on the Internet was by streaming video games. He was so notoriously bad at streaming and at netiquette that his username itself had become a joke.[42][43][44][45][46][47] He would post daily on /v/ to advertize his stream, in addition to using any account he made on other Message boards to advertize his streams[11][48][49][50]. His spamming was so consistent, that some forums such as /v/ would proceed to delete them as soon as they were posted.[43][1]

EvaXephon used his streams as a way to engage in conversations with women. Any person suspected of being a female received all of his attention[42]**Cite error: Closing`</ref>` missing for `<ref>` tag**[43]. One of them was the fourteen year-old Sisefs. Twenty year-old EvaXephon was made aware of her age, subsequently asking for nudes pictures and cybersex.[51] Although screenshots of these interactions have been lost, EvaXephon himself has admitted to receiving nudes from a minor and deleting them after the fact that the said girl was underage became public.[52][53] He proceeded to downplay his involvement by calling himself an ephebophile and pointing the finger at the girl for seeking attention.[53][54]

Sources also state that EvaXephon would pirate games[55][43][56], stream them before their release date, die very quickly and proceed to scream at his audience.[43][1] He would also react explosively to any perceived criticism, banning people without notice and insulting them.[42][43][1] This habit got him banning from numerous

streaming sites.[46] In 2007, one of the streamers featured on EvaXephon's channel called Keefers, became the object of EvaXephon's jealousy. Fed up with EvaXephon's misconduct, one follower suggested that Keefers made his own stream, getting himself immediately banned. Others followed. In the span of a single night, EvaXephon had lost the vast majority of his audience, banning and insulting them, thus ensuring they would never come back.

In spite of the previous debacle, he still advertizes his stream to this day, even under his YandereDev persona, even though he takes great offense to anyone linking him to EvaXephon.[57][58][59][60][61][62][53]

Literature

Alex Mahan created the community BABES[63] and wrote about Los Angeles Video Game Babes on the Examiner for a while, which covered extensively the breasts of female video game characters and any phenomenon related to them. [1]

EvaXephon was also a prolific writer of fanfiction. All known literary peaces feature sex as a central narrative peace. The most extensive one relates the life of a woman sex-slave who is perfectly happy with her condition is over 350 000 words long.[64] All fanfictions that have been found feature abuse or sexual violence.

Game Projects

Alex attempted to make his own game to impress the skullgirlz IRC chat.[65] His project was called "Lunar Scythe". [17] The prototype itself is in 3D and plays like a side-scrolling hack-and-slash game with relatively poor physics and controls.

> A big part of the motivation was that I wanted to make a cool game that might impress the prestigious Mike Z and my buddies Skullgirls chat, and look what happened. :/[65]

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EvaXephon

EvaXephon explains in a post that the main character is a teen-age girl called Luna, who was revived by Death itself in order to cleanse the world of filth. The post is relatively well-received, although the protagonist, especially her design, is called cliché and unoriginal.[17]

The harshest criticism however came from Mike-Z, lead programmer of Skullgirlz, a game well-received for its gameplay and overall design, who was left unimpressed by Lunar Scythe's coding. The prototype was primitive, lacking most features necessary for a fighting game. The people from the chat, including Mike-Z, encouraged him to work harder and warned him about the limitations of his existing code. After a month, they lost patience and berated him for his attitude.[65]

> EvaXephon: If there is no gratification for what I've done, then it's literally wasted work.[65]

EvaXephon

> EvaXephon: I'll be impressed when you finish, if it's what you want it to be and bug-free. I don't care if you can do combos or charge meter or don't even have a meter. I care if your code is solid and easy to mess with. And if you're making the game to impress other people you are making it for the wrong reason.[65]

Alex held a grudge against the programmer for a long time. By his own admission, this unilateral hatred is what prompted him to start developing Yandere Simulator, for which he is known today.[66]

EvaXephon made numerous game prototypes in addition to Lunar Scythe: Boobie Clicker, an unnamed fighting game featuring two women and Shayda[67] just to name a few. Not to mention all the Yandere Simualtor Spin-offs. Shayda was criticized on one of the message boards EvaXephon was familiar with for being plagiarizing the game Ilji.

YandereDev

Yandere Simulator : a game made for 4chan

History

In 2012, on the /a/ board of 4chan, someone posted about what type of game the forum members would like to see. Someone came up with the idea of making a "hitman-type game with a yandere girl". [43]

One month later, the anonymous user came back under the name YandereDev with a working sandbox demo of a girl killing characters with some of the ideas previously pitched to him, with the same models used in Lunar Scythe. The prototype garnered a lot of praise. YandereDev proceeded to cater to the audience of 4chan, declaring he would only stick to the audience of /v/, never create a patreon, never allow a lesbian pairing in his game, never censor anything, never make the game beatable with a method that did not involve murder, delete his game if it were ever discovered by PewDiePie, never create a kickstarter, never talk to sites like Kotaku… [43][1][68]

However, he never made due on his promises. Upon being offered 2000 dollars to allow Senpai to be female, he backpedalled on his statements the same day, stating that a girl-on-girl pairing would be available. The game was also discovered by Youtubers such as Azzman, CinamonToastKen and, on ???????, by PewDiePie. The game gained a huge following overnight and YandereDev established a pateron in order to make the delevoppment of Yandere Simulator his full-time occupation. This turn of events made /v/ uncomfortable, they were quick to turn a blind eye however whenever new easter eggs were added to the game. [43][1]

In 2014, someone posted the proof that YandereDev was none other than EvaXephon[69]. At first, he denied it, but in face of all the evidence, he admitted to being EvaXephon and stated that he had changed. The majority of /v/ however, in light of his recent behavior, was not convinced. YandereDev left 4chan for 8chan. [43][1]

Game

YandereSim is at its core a social stealth game where the protagonist, nicknamed Yandere-chan, seeks to eliminate any competition in order to confess to her love-interest, an upperclassman of nicknamed Senpai. The protagonist, Ayano Aishi, is described as an emotionless girl who suddenly develops feelings after meeting this boy. She is so afraid of losing him and has so little empathy towards other people that she is willing to hurt and even murder any perceived rival. It is explained that Ayano Aishi acts the same way as her mother did, who ended up kidnapping and raping her father.

The game is still in early sanbox debug state. There are currently two modes: normal and mission mode, where one plays as a hitman. The player can ride a bicycle around town, walk around Yandere-chan's room, her basement and on school grounds. There is no official rival present in the game. Only one week is playable. There is no way to win the game yet. The prototype features game mechanics such as kidnapping, torture, murder-suicide, bullying…

List of all current gameplay features in YandereSimulator

Planned features

Most of these features cannot interact with each-other and buggy, giving an aspect to the game. Perhaps the most amateurish aspect is that the entire known cast of characters have their names either taken from other known characters, or derived from English words transcripted to Japanese, Japanese words, expressions or had their given names and surnames picked from lists of popular Japanese first names. The only character whose name and appearance appear to be original is the protagonist: Ayano Aishi, even though her surname is unlikely to exist in Japan. The only characters who could pass-off as having Japanese names are Senpai Taeko/Taro Yamada and their sister Hanako Yamada, even though Hanako's popularity would make it unlikely for a young girl to bear.

List of names

Game Development: A one-man project

YandereDev has been developing the game as a one-man team for more than three years with the help of volunteers who create models, animations, music, voiced lines, textures and art for him. Once the assets are supplied to him, they become YandereDev's intellectual property.

Yandere Simulator's development was held back admittedly by the amount of emails the developer received from his fans. Alex Mahan gave away the same e-mail address he used to communicate with volunteers to the public, so that they could submit private bug reports when testing the build. After it gaining sudden visibility in 2015, he was swarmed with crash logs, bug-reports, requests to volunteer and suggestions practically overnight. Instead of switching to another tactic such as hiring a secretary or naming dedicated testers, he aggressively went after his own fanbase.

Nowadays, the e-mail problem seems to have been solved, as YandereDev now blames the slow pace of his volunteers and his own code for the lack of progress.

Programming

Alex Mahan's main skill, programming, has come under fire multiple times, especially because of the poor performance of his debug builds.[70]

The frame rate is irregular, and often drops below 25 fps or even below 15 fps in particularly crowded places on high-end machines, the same machines run AAA games smoothly. The gaming experience is also heavily impacted by bugs, the newest builds featuring some that have been left unsolved for years, such as poor mesh deformation, inaccurate collision and models getting stuck into structures. These bugs are so prevalent and

numerous, that some of the most popular Youtubers covering Yandere Simulator have made entire series about finding and experimenting with them.

YandereDev explained the poor frame rate in relation to the draw distance, the number of models and the way each NPC had to constantly check the surroundings… However, the internet denizens who have decompiled the code in search for answers say otherwise.

[The code](#)

is not structured. It includes several thousand lines with only three classes for 20 000 lines of code. Redundancy is rampant. Poor garbage collection system. According to Mahan, Tinybuild was supposed to improve the code, but the truth is it was merely ported as is, with minor adjustments to C# in Unity 5.[71]

The reason YandereDev had made the builds available was to improve the gaming experience based on the audience's feedback. He got angry at fans sending him crashlogs and has admitted that he in fact unable to read them or understand them. Similarly, when the launcher became available, the developer has admitted to not programming it and asked for people to not inform him of any malfunctions.

After lengthy backlash and ridicule from 8chan, Alex admitted to being a mediocre programmer,<ref=EvaProVol>[https://www.reddit.com/r/yandere_simulator/comments/4jjvv7/yanderedev_honestly_needs_some_help_with_the_game/ YandereDev admits he is a bad programmer and also says that he would be making so much more at a video game company as a programmer] [archive]</ref> and described himself at being good at making prototypes, implementing "low-hanging fruit", but lacking in all other areas. He took back his statement however when faced with an avalanche of suggestions asking him to finally hire a programmer, writing that he is in fact a decent programmer. He even refused to have a programmer revise his code for free, several times, showing that may not want to deliver a stable product. It seems that he still hasn't learned to take criticism from people with a similar or often higher technical skill as him.[72]

Volunteers

The project is heavily dependent on volunteers. They supply YandereDev with 3D-models, textures, art, animations, music and voice acting.

YandereDev has stated on multiple occasions that he expects the assets provided to be of professional quality and supplied by experienced artists with impressive portfolios. He has however shown himself to be unwilling to pay for them, as only 3 known volunteers have been paid so-far, out of the sixty-five recorded volunteers[73] (there are more) who have worked under him. Running a popular and well-known project, YandereDev may be trading recognition and broader opportunities in exchange for assets. The volunteers not being credited

in-game, unlike the sponsors, or on the official website, or on the official development blog, or on the official youtube channel, or sometimes not even in the videos, undermines the nature of such mutual benefits. The only place where they are consistently credited is the wiki fanon page, a site disavowed by YandereDev.[74]

Volunteers have been involved in scandals regularly since the beginning of the project.[75][76] The person responsible for linking YandereDev to EvaXephon on reddit is one of Yandere Simulator's ex-volunteers. Upon leaving the project, Deelekgolo felt necessary to inform the public of YandereDev's past as EvaXephon.[52] As reasons for leaving the project, the volunteer mentionned the developer's interference in contacting other volunteers directly, casual disrespect, simulatenously pressure and refusal to compensate him for his work, but cited the development's disturbing direction as the main reason for leaving. Design showing rampant sexualization of school children, gameplay focused on explicit sexual violence towards minors, and Yanderedev's past soliciting a minor had made Deelekgolo uncomfortable enough to refuse taking part in the project, even with the promise of payment. Their exchange even revealed that the core members of YandereDev's team have made it their main goal to make the game as exploitative as possible towards young girls.<ref=Deelekgolo/>

> I'm a perverted sexual deviant, and I absolutely love to perv on sexy video game girls and anime girls. That's a core part of who I am, and I'll openly, publically, and eagerly state that fact, absolutely anywhere. […] I've already found 5 other perverts, now I just need to find one who can model props and environments.[75]

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EvaXephon

Number of volunteers have left since then and continue to leave the project regularly.[77] Druelbozo, for example, who was considered by both the fanbase and Yandere Simulator's detractors the best 3D-modeler YandereDev had assistance from to date, left the project in order to enter a professional career that would provide him a pay worthy of his technical skill. A month before Druelbozo definetevely left, YandereDev payed him 8,500 dollars, admittedly to keep him on the project.[78] They parted on cordial terms. It is not true however, for most ex-volunteers.

Theft

Some of the feuds YandereDev had with ex-volunteers were based around the theft of their intellectual property. It highlights Alex Mahan's widespread habit of claiming other's property as his own or using it as place-holder without their authorization. Which is ironic, knowing that he has tried to prevent other people from using store-bought assets that he himself had previously used, claiming they were "his".

Known Store-bought assets

Known stolen content

Artists have shown themselves to be reluctant to report YandereDev because of a sense of fear and powerlessness.[83] He often goes after the art of people who are either not well-known or who would have difficulty to sue him.[79]

YandereDev makes money indirectly through Youtube videos covering the developpement of the game and the patreon. Therefore, any asset used in a build, used to demonstrate his ability, and in turn to keep interest in his patreon, is used to make money and should be compensated accordingly.

Marketing and Funding

Media

Alex Mahan uses social media in order to engage with his audience and maintain interest in his product. He updates his development blog as well as his youtube channel with a video at least bi-monthly, and shows his unprofessionalism on twitter, reddit, twitch and in the comment section of youtube in-between.

When his game is mildly criticized by the media, notably for its sexual violence towards schoolchildren, YandereDev has shown himself to frighteningly aggressive.[84] When a journalist asked him about the disturbing focus of his game on little children, he ridiculed her for being raped as a child.[85] When twitch banned his game from their site, he accused them of specifically targeting him and his game out of spite, encouraged other developers and his fanbase to spam their servers, target and harass employees at conventions, before backpedalling with a third video.

Reasons Yandere Simulator was banned from Twitch

It is unlikely that Twitch would ban a game, even an indie title, based on one of these reasons alone, but all of them combined would make the risk of a controversy great enough to outweigh any potential gain. However, Twitch specifically prohibits erotic games from being streamed, that is game's whose focus is sexual gratification. By these standarts, the debug build of YandereSimulator that focuses on sexualizing minors

through panty-shots, kidnapping and with every rival's specific blackmail revolving around sex has already been classified as a fetish-game (erotic game focusing on minors) by some sites[86][87] and it only be a matter of time before streaming services decide the same.

The success of his debug test build rests largely on Let's Players and Alex tries to cater to youtubers by adding specific easter eggs. It didn't deter him however from asking a part of their revenue and blaming one of the first youtubers to have ever shown interest in his game in leaks he was responsible for himself. After r/yanderesimulator was hacked, Azzman made a video surrounding the numerous disputes YandereDev was involved. His entire channel was soon demonetized. After putting up a new channel and answering questions concerning bad blood between him and Alex, he was accused of defamation once again by the developer, act that even the Yandere Simulator fanbase found ridiculous.[88][89]

His own fanbase is the most consistent target of his ire, as he has blamed them repeatedly for the slow developpement of his game. Just like under the username EvaXephon, he regularly insults them on streams[90] and threatens them. When his fanbase does not follow him blindly, he simply creates sockpuppet accounts to defend himself aggressively, he pressures moderators so that they censor anything that may inconvenience him, and responds to questions by asking people to message him privately despite complaining about emails on a regular basis.[91] He also simultaneously advertizes his EvaXephon and YandereDev streams and cries about invasion of privacy each time anything about them is brought up.[92]

In the same way as he attacks anyone that does not portray him in an absolutely positive light, YandereDev has targeted the PC moding community, accusing them of delaying the developpement of the game by having more crash-logs being sent to him.[93] It's ironic, as seen as the pose mode, now available in-game, was actually a mod.[94] Even youtubers who stated they did not want to play mods started using them when progress became scarce. Modding actually ensured a financial stability to YandereDev while the progress was being slow. Instead of showing the community any respect, he has devoted time to help erotic games like Strip Poker Night at the Inventory implement his lead character by supplying them with art and dialog.[95]

YandereDev attacks anyone he suspects of making a game vaguely similar to his own. He has targeted Yandere School on social media, that was inspired by Yandere Simulator but came out in September 2017. He acused the developers of theft, asked youtubers to not play the game, and generally treated them with next to no respect.[96] He has also attempted at defaming the developers of Love Me, a game also inspired by Yandere Simulator's premise, but that hasn't much in common with it at this point.[97][98]

YandereDev gets called out repeatedly by even his own fanbase for spending too much time starting comment wars on the internet, on his inability to take criticism and his defensiveness in general.[99][100] When he feels he can no longer attempt to justify his behavior, Alex Mahan proceeds to ignores them.[101][102]

Financial Situation

YandereDev has a patreon enabling him to work full-time on his project since 2015. His average income in 2016 was above 4000 dollars per month and has earned at least 96,000 dollars on patreon alone during the last two years (the development started 3 years ago). YandereDev also has a youtube channel, where he posts videos bi-monthly. The channel is monetized. His revenue is unknown, as he systematically accuses anyone who shows interest in his finances of being a troll,[103][104] but it is estimated to be anywhere from 2,000 dollars to 32,000 dollars monthly as his videos are very successful. During the last two years, he has, at worst, earned an additional 48,000 dollars through youtube.

The only known paid volunteers are Druelbozzo, Britanny Lauda and Mom0ki, which totals to an average of 12,000 dollars of expenses at most. Alex Mahan lives in California, where the cost of living is high. Fortunately, he lives with his very wealthy parents, their house alone being worth over a million dollars. As far as expenses go, he has no student debt[5], he has to pay, at most, medical insurance and compensation for staying at home. The latter is unlikely, as his mother still cooks and cleans for him, as demonstrated during one of his streams. His expenses would amount, at worst to : 600 dollars for a room + 400 dollars for food, electricity and water.

It all totals to 108,000 dollars on his hands for the last two years as a conservative estimate. His estimated revenue is probably a lot higher and his reluctance to hire a programmer, modeler, animator or writer is unjustifiable with these numbers.

Whatever the actual sum may be, it clearly isn't enough. He has stated multiple times that he thinks he deserves a cut from let's player's revenue generated playing Yandere Simulator, that his salary is not nearly as high as it deserves to be[105]... He also tried to sell merchandise several times before the game's demo release. The first attempt featured a young asian model wearing Yandere Simulator's bland logo,[106] the second one was dropped due to failure by YandereDev to make a contract with an independent young artist. He had asked for a 20% cut, which is a lot by industry standards. When the artist, alarmed by theft allegations, asked for a legal contract, Alex simply cancelled the deal stating she was being rude.[107][102] His third attempt at capitalization came to fruition, as he now sells merchandise on his website.

He doesn't work. He streams up to 13 hours per day, despite claiming to work between 8 to 12 hours a day on the game and only taking one day of vacation per month, and yet, during the past few months, he streamed 10 hours a day on average, leaving him little time to do any kind of progress.[108] He gets extremely defensive when called out on his laziness and says that he isn't obliged to work, despite being paid.

1.   A second-hand account of Alex Mahan's activity on the internet
2.   Jump up↑ EvaXephon talking about his childhood
3.   ↑ Jump up to:3.0 3.1 EvaXephon talking about his experience with the real world once he realized it wasn't like on TV
4.   Jump up↑ EvaXephon comparing RahXephon and Neon Genesis Evangelion [archive]
5.   ↑ Jump up to:5.0 5.1 **Cite error: Invalid `<ref>` tag; no text was provided for refs named Caitlin**
6.   Jump up↑ EvaXephon asking for advice on the game RapePlay [archive]
7.   Jump up↑ EvaXephon asking for advice on the game Haramase [archive]
8.   Jump up↑ EvaXephon asking for advice onthe game Artificial Girl 2 [archive]
9.   Jump up↑ EvaXephon enjoys Samus's ZeroSuit for "practical" reasons [archive]
10. Jump up↑ Eva asks how to unrobe characters in TERA under the username Zelkova [archive]
11. ↑ Jump up to:11.0 11.1 EvaXephon advertizing his stream on GameFAQs under the username l_Zelkova_l [archive]
12. Jump up↑ EvaXephon talking about boobs under the username Zelkova
13. Jump up↑ EvaXephon advertizes both his stream and hopes for more cleavages in Capcom's games on GameFAQs under the username AlexFlamer [archive]
14. Jump up↑ of EvaXephon's alternative accounts discussing how much they love breasts in female video game characters on GameFAQs [archive]
15. Jump up↑ EvaXephon stating the loves League of Legends because of the beautiful females present in the game on the GameFAQs forums under the username AlexFlamer [archive]
16. Jump up↑ EvaXephon excited to fondle imaginary character's breasts with the kinect [archive]

17. ↑ Jump up to:17.0 17.1 17.2 [
http://skullheart.com/index.php?threads/im-making-a-game-i-call-it-lunar-scythe.1387
/#post-44431 Post advertizing Lunar Scythe on the Skullheart forums.] [archive]

18. Jump up↑ He has no friends [archive]

19. Jump up↑ EvaXephon wants to get rid of all humanity except for himself

20. Jump up↑ The forum members try to explain to EvaXephon the horrifying moral
implications of mass-murder based on criteria of "niceness"

21. Jump up↑ EvaXephon proceeds to defend his position and make the other forum
members see that mass-murder is justified

22. Jump up↑ EvaXephon thinks people who swear are evil

23. ↑ Jump up to:23.0 23.1 EvaXephon thinks that being a slut is the worst of all crimes

24. Jump up↑ Saydrah asks EvaXephon to seek counseling from her if he cannot trust
any other professional

25. Jump up↑ Sender asks EvaXephon to get therapy

26. Jump up↑ Korrok urges him to seek mental health

27. Jump up↑ EvaXephon accused of being whiny and talking about his tastes

28. Jump up↑ EvaXephon maintaining that his morals are absolute

29. Jump up↑ EvaXephon being called out by Nestor for hypocrisy

30. Jump up↑ The Loserz Message Board accuses him of being a troll after putting up
with him for months

31. Jump up↑ EvaXephon still to defend himself with grace

32. Jump up↑ The Loserz Message Board accuse him of being egotistical and
objectifying women

33. Jump up↑ EvaXephon leaving the Loserz Message board

34. Jump up↑ rl6bp EvaXephon got banned from the Loserz Message Board

35. Jump up↑ HurtForTheLastTime wonders if a woman could like someone who lacks
self-confidence [archive]

36. ↑ Jump up to:36.0 36.1 36.2 [
https://www.reddit.com/r/Minecraft/comments/epsez/how_to_violate_reddiquette_like
_a_pro/ List of Alternate Accounts of YandereDev's on Reddit] [archive]

37. Jump up↑ EvaXephon linking to his OkCupid profile on LurkerFAQs under the
username Zelkova [archive]

38. Jump up↑ Boob Request on DeviantArt [archive]

39. Jump up↑ Alex wonders if he should hire a prostitute or buy a love-doll [archive]

40. Jump up↑ Giving up on ever having a girlfriend [archive]

41. Jump up↑ The root of his problems is that women don't like him [archive]

42. ↑ Jump up to:42.0 42.1 42.2 EvaXephon saying he has changed [archive]

43. ↑ Jump up to:43.0 43.1 43.2 43.3 43.4 43.5 43.6 43.7 43.8 43.9 One of EvaXephon's past fans talking about their experience of the man himself

44. Jump up↑ GameFAQs community dislike his stream [archive]

45. Jump up↑ GameFAQs community still distlike his stream

46. ↑ Jump up to:46.0 46.1 TVTrope's page on Horrible Let's Plays featuring EvaXephon [archive]

47. Jump up↑ Attempts at modifying the TVTrope's page in EvaXephon's favorProof it was indeed EvaXephonDiscussion about the modifications

48. Jump up↑ [http://www.lurkerfaqs.com/users/l_Zelkova_l/posts List of EvaXephon's posts advertizing his stream on the LukerFAQs forums under the username Zelkova] [archive]

49. Jump up↑ List of Evaxephon's posts advertizing his stream on the LurkerFAQs forums under the username AlexFlamer [archive]

50. Jump up↑ Reddit doesn't like EvaXephon either [archive]

51. Jump up↑ **Cite error: Invalid `<ref>` tag; no text was provided for refs named Sisefs**

52. ↑ Jump up to:52.0 52.1 Deelekgolo's tumblr post on their falling out with YandereDev GXyM0 [archive]

53. ↑ Jump up to:53.0 53.1 53.2 An ex-volunteer states that YandereDev advertized his EvaXephon stream on his developpement blog and hasn't changed [archive]

54. Jump up↑ YandereDev claiming that he isn't a pedophile despite accepting nude pictures of a girl who acted very immature [archive]

55. Jump up↑ EvaXephon asking how to play pirated PS3 games [archive]

56. Jump up↑ https://archive.is

57. Jump up↑ EvaXephon advertizing his stream on the Skullheart forums in 2014 [archive]

58. Jump up↑ EvaXephon advertizing his stream on IGN in 2012 [archive]

59. Jump up↑ EvaXephon advertizing his stream on IGN in 2011 [archive]

60. Jump up↑ EvaXephon advertizing his stream on IGN in 2010 [archive]

61. Jump up↑ EvaXephon advertizing his stream on GameFAQs under the username Zelkova in 2012 [archive]

62. Jump up↑ EvaXephon advertizing his stream on GameFAQs under the username Zelkova in 2011 [archive]

63. Jump up↑ BABES sub-reddit moderated by WhatHappenedToEvaXep [archive]

64. Jump up↑ I am Your Slave, a SoulClibur fanfiction by EvaXephon

65. ↑ Jump up to:65.0 65.1 65.2 65.3 65.4 Pastebin of the aftermath of Mike-Z's reaction to Lunar Scythe on the skullgirlz IRC chat

66. Jump up↑ [http://yanderedev.tumblr.com/post/120037118895/clearing-up-misunderstandings-part-1-mike-z YandereDev looking back at Mike Z] [archive]

67. Jump up↑ Shayda, a Ilji clone, available on EvaXephon's website [archive]

68. Jump up↑ Archive of /v/ threads about Yandere Simulator made by YandereDev himself [archive]

69. Jump up↑ YandereDev defending EvaXephon on 4chan

70. Jump up↑ A programmer worries about the state of the game and offers his services for free [archive]

71. Jump up↑ YandereDev announces the partnership with Tinybuild [archive]

72. Jump up↑ **Cite error: Invalid `<ref>` tag; no text was provided for refs named DefenseMikeZ**

73. Jump up↑ List of Yandere Simulator Volunteers of the Fanon Wiki [archive]

74. Jump up↑ The fanon wiki trying to contain YandereDev's agressivity [archive]

75. ↑ Jump up to:75.0 75.1 Wunkolo explaining why he quit working for Yandere Simulator [archive]

76. Jump up↑ Two ex-volunteers talking about their experience with YandereDev [archive]

77. Jump up↑ YandereDev dedicating an entire post to the inexistent Volunteer drama [archive]

78. Jump up↑ Transparency Post on Patreon [archive]

79. ↑ Jump up to:79.0 79.1 Artist calls out YandereDev for stealing art from his now inactive DA account [archive]

80. ↑ Jump up to:80.0 80.1 Stolen content in YandereDev's video [archive]

81. Jump up↑ A Shrine Maiden featured in one of Yanderedev's videos without the artist's consent [archive]

82. Jump up↑ [https://twitter.com/YandereDev/status/697202192319537152 YandereDev asks Toby Fox for permission to use his assets after implementing them in the game and gets shut down.] [archive]

83. Jump up↑ DeviantArt artist fears going after YandereDev for stealing his assets. [archive]

84. Jump up↑ Article about YandereDev on Kotaku by D'Anastasio [archive]

85. Jump up↑ [http://yanderedev.tumblr.com/post/138012889490/clearing-up-misunderstandings-part-4-a About the Age of Consent] [archive]

86. Jump up↑ The Lewd Gamer erotic gaming site is enthusiastic about the progress made in yandere Simulator

87. Jump up↑ Sankoku Complex, another erotic gaming site, is enthused by the Rival Introduction Video [archive]

88. Jump up↑ Reddit's reaction to the drama between Azzman and YandereDev [archive]

89. Jump up↑ Tweet exchange between Azzman and YandereDev after the video [archive]

90. Jump up↑ [https://video.lolcow.wiki/YandereDev/YandereDev%20doesn't%20swear%20on%20Youtube-InnocentDinosaurBuddhaBar.mp4 YandereDev calls his fanbase cocksuckers]

91. Jump up↑ YandereDev asks his fans to send him e-mails [archive]

92. Jump up↑ YandereDev is called out for advertizing his streams

93. Jump up↑ A discussion about modding and crash reports on reddit [archive]

94. Jump up↑ kgftbz posts about his mod on reddit and YandereDev, confused, asks for mode e-mails [archive]

95. Jump up↑ Ayano's model supplied for the game Strip Poker Night at the Inventory

96. Jump up↑ YandereDev criticizes the youtuber Biju Mike for playing Yandere School

97. Jump up↑ An "anonymous" person defaming the Love Me Dev Team [archive]

98. Jump up↑ YandereDev's grievance of kiwifarms documenting on people who act dubiously in the comment's section of a Youtube video

99. Jump up↑ YandereDev called out on taking criticisnm as personal insults [archive]

100. Jump up↑ A fan on reddit asking for the names to be more original and YandereDev taking offense to it [archive]

101. Jump up↑ Advice on the development on Reddit thoroughly ignored [archive]

102. ↑ Jump up to:102.0 102.1 Reddit's reaction to YandereDev's appaling professional behavior concerning a merchandise contract [archive]

103. Jump up↑ YandereDev calls a fan asking about youtube revenue a troll [archive]

104. Jump up↑ [https://www.reddit.com/r/yandere_simulator/comments/6cgyca/accountability/YandereDev bashes another fan for showing interest in his revenue] [archive]

105. Jump up↑ **Cite error: Invalid `<ref>` tag; no text was provided for refs named EvaProVol**

106. Jump up↑ YandereDev's tweet with the pedoshirt [archive]

107. Jump up↑ Contract Cancellation [archive]

108. Jump up↑ YandereDev working hours on reddit